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configure, with the at least one processor, a plurality of privacy properties for a plurality of virtual objects associated with a first user accessing a virtual reality environment using a device associated with the first user;

trigger for display, in the virtual reality environment, at least one of the plurality of virtual objects to the first user accessing the virtual reality environment;

in response to determining that at least one of a plurality of additional users accessing the virtual reality environment is attempting to access the at least one virtual object;

applying a visual modification to the at least one virtual object based at least in part on a privacy setting associated with the at least one virtual object, and

triggering for display, in the virtual reality environment, the visual modification of the at least one virtual object to the at least one of the plurality of additional users while continuing to trigger display, to the first user, the at least one virtual object without the visual modification.

15. The system of claim 14, wherein the visual modification applies to a portion of the at least one virtual object, the modification including modifying display of the at least one virtual object for the at least one of the plurality of additional users by randomizing pixels depicting motions associated with the portion.

16. The system of claim 14, wherein the instructions, when executed by the at least one processor, further cause the at least one processor to:

trigger for display, on the at least one virtual object, an icon in which to select a privacy mode;

receive, from the first user, a selection on the icon;

trigger hiding of the at least one virtual object from display to users other than the first user, if the selection represents a private privacy mode; and

trigger revealing of the at least one virtual object in the virtual reality environment if the selection represents a public privacy mode.

17. The system of claim 14, wherein the instructions, when executed by the at least one processor, further cause the at least one processor to:

determine, for the first user, a context of use for at least one of the plurality of virtual objects in the virtual

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reality environment, wherein the visual modification is triggered for display to the at least one of the plurality of additional users based at least in part on the determined context of use until detecting that the context of use is a public use associated with the at least one virtual object.

18. The system of claim 14, wherein the instructions, when executed by the at least one processor, further cause the at least one processor to:

detect an input associated with the at least one virtual object;

determine that the input is associated with data corresponding to the at least one virtual object and a privacy setting associated with the user; and

change the privacy setting associated with the at least one virtual object from private to public in response to determining that the input is unrelated to personal data corresponding to the privacy setting associated with the user.

19. The system of claim 18, wherein changing the privacy setting associated with the at least one virtual object from private to public includes modifying a view of the at least one virtual object including triggering display of the input.

20. The system of claim 18, wherein the instructions, when executed by the at least one processor, further cause the at least one processor to:

determine that the input includes a first gesture, performed by the first user, the first gesture including holding a computing device with a display screen facing the first user;

detecting a second gesture, performed by the first user, the second gesture including holding the computing device facing away from the first user so as to indicate screen content is available for viewing by the at least one of the plurality of additional users accessing the virtual reality environment; and

in response to detecting the second gesture, changing a privacy setting associated with the computing device from private to public and displaying the screen content, in the virtual reality environment, to the at least one of the plurality of additional users accessing the virtual reality environment.

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